

This configuration was auto-generated by NoCheatsPlus.

savebackconfig: true

configversion:

notify: false

notifymaxpaths: 5

created: 1104

saved: 1104

logging:

active: true

maxqueue size: 5000

extended:

status: false

commands:

actions: false

allviolations:

debug: true

debugonly: false

backend:

trace: false

notify: false

backend:

console:

active: false

asynchronous: true

file:

active: true

prefix: "

filename: nocheatplus.log

ingamechat:

active: false

prefix: '&cNCP: &f'

subscriptions: false

data:

expiration:

active: false

duration: 60

history: false

consistencychecks:

active: true

interval: 10

maxtime: 2

suppresswarnings: false

protection:

plugins:

hide:

active: true

nopermission:

message: '&cl'm sorry, but you do not have permission to perform this command. Please contact the server administrators if you believe that this is in error.'

commands:

- plugins

- version

- icanhasbukkit

unknowncommand:

message: Unknown command. Type "/help" for help.

commands: []

commands:

consoleonly:

active: false

message: '&cl'm sorry, but this command can't be executed in chat. Use the console instead!'

commands:

- op

- deop

clients:

motd:

active: true

allowall: false

checks:

blockbreak:

direction:

active: true

actions: cancel vl>10 log:bdirection:0:3:if cancel

fastbreak:

active: true

strict: true

delay: 100

intervalsurvival: 100

grace: 2000

actions: cancel vl>0 log:fastbreak:3:5:cif cancel

frequency:

active: true

intervalcreative: 95

intervalsurvival: 45

shortterm:

ticks: 5

limit: 7

actions: cancel vl>5 log:bbfrequency:3:5:if cancel vl>60

log:bbfrequency:0:5:cif cancel cmd:kickfrequency

noswing:

active: true

actions: cancel vl>10 log:noswing:0:5:if cancel

reach:

active: true

actions: cancel vl>5 log:breach:0:2:if cancel

wrongblock:

active: true
level: 10
actions: cancel vl>10 log:bwrong:0:5:if cancel vl>30 log:bwrong:0:5:cif
cancel cmd:kickwb
blockinteract:
direction:
active: true
actions: cancel vl>10 log:bdirection:0:3:if cancel
reach:
active: true
actions: cancel vl>5 log:breach:0:2:if cancel
speed:
active: true
interval: 2000
limit: 60
actions: cancel vl>200 log:bspeed:0:2:if cancel vl>1000 cancel
log:bspeed:0:2:icf cmd:kickbspeed
visible:
active: true
actions: cancel vl>100 log:bvisible:0:10:if cancel
blockplace:
against:
active: true
actions: cancel
autosign:
active: true
skipempty: false
actions: cancel vl>10 log:bautosign:0:3:if cancel
direction:
active: true
actions: cancel vl>10 log:bdirection:0:3:if cancel
fastplace:
active: true

limit: 22
shortterm:
 ticks: 10
 limit: 6
 actions: cancel vl>100 log:fastplace:3:5:cif cancel
reach:
 active: true
 actions: cancel vl>5 log:breach:0:2:if cancel
noswing:
 active: true
 exceptions:
 - WATER_LILY
 - FLINT_AND_STEEL
 actions: cancel vl>10 log:noswing:0:5:if cancel
speed:
 active: true
 interval: 45
 actions: cancel vl>150 log:bpspeed:3:5:if cancel vl>1000 log:bpspeed:3:5:cif
cancel
preventmisc:
 boatsanywhere: true
chat:
 captcha:
 active: false
 skip:
 commands: false
 characters: abcdefghjkmnpqrtuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ2346789
 length: 6
 question: '&cPlease type "&6[captcha]&c" to continue sending
messages/commands.'
 success: '&aOK, it sounds like you"re not a spambot.'
 tries: 3

actions: cancel cmd:kickcaptcha vl>4 log:captcha:2:5:cf cancel
cmd:kickcaptcha

color:

active: true

actions: log:color:0:1:if cancel

commands:

active: true

exclusions: []

handleaschat:

- me

level: 10

shortterm:

ticks: 18

level: 3

actions: log:commands:0:5:cf cancel cmd:kickcommands vl>20
log:commands:0:5:cf cancel cmd:tempkick1

text:

active: true

allowvlreset: true

frequency:

normal:

minimum: 0.0

factor: 0.9

weight: 6

level: 160

actions: cancel cmd:tellchatnormal vl>7 log:chatnormal:0:5:f cancel
cmd:tellchatnormal vl>20 log:chatnormal:0:5:cf cancel cmd:kickchatnormal
vl>40 log:chatnormal:0:5:cf cancel cmd:kickchat5

shortterm:

minimum: 2.0

factor: 0.7

weight: 3.0

level: 20.0

actions: log:chatfast:0:5:cf cancel cmd:kickchatfast vl>20
log:chatfast:0:5:cf cancel cmd:kickchat1 vl>40 log:chatfast:0:5:cf cancel
cmd:kickchat5

message:

lettercount: 1.0

partition: 1.0

uppercase: 1.0

afterjoin: 1.5

nomoving: 1.5

repeatviolation: 1.0

repeatglobal: 1.0

repeatself: 1.5

words:

lengthav: 1.0

lengthmsg: 1.0

noletter: 0.0

global:

active: true

weight: 1.0

words:

active: false

prefixes:

active: false

similarity:

active: false

player:

active: true

words:

active: false

prefixes:

active: false

similarity:

active: false

warning:

active: true

level: 67

message: |-

&e>>>

&e>>> &cPlease &eslow down &cchat, &eyou might get kicked &cfor spam.

&e>>>

timeout: 10

relog:

active: true

timeout: 5000

warning:

message: '&cYou relogged really fast! If you keep doing that, you''re going to be banned.'

number: 1

timeout: 60000

kickmessage: Too fast re-login, try with a little delay.

actions: log:relog:0:10:cf cancel vl>20 log:relog:0:10:cf cancel
cmd:tempkick5

logins:

active: true

startupdelay: 600

perworldcount: false

seconds: 10

limit: 10

kickmessage: Too many people logging in, retry soon.

combined:

bedleave:

active: true

actions: cancel log:bedleave:0:5:if cmd:kickbedleave

enderpearl:

active: true

preventclickblock: true

improbable:

active: true

level: 300

actions: cancel log:improbable:2:8:if

invulnerable:

active: true

triggers:

always: false

falldistance: true

initialticks:

join: -1

ignore:

- FALL

modifiers:

all: 0

munchhausen:

active: false

actions: cancel vl>100 cancel log:munchhausen:0:60:if

yawrate:

rate: 380

penalty:

factor: 1.0

minimum: 250

maximum: 2000

improbable: true

fight:

canceldead: true

toolchange penalty: 500

pvp:

knockbackvelocity: default

yawrate:

active: true

angle:

active: true

threshold: 50

actions: cancel vl>100 log:angle:3:5:f cancel vl>250 log:angle:0:5:cif cancel

critical:

active: true

cancel:

cancel: 100

dividedamage: 1.5

falldistance: 0.06251

actions: cancel vl>50 log:critical:0:5:cif cancel

direction:

active: true

strict: false

penalty: 500

actions: cancel vl>5 log:fdirection:3:5:f cancel vl>20 log:fdirection:0:5:if
cancel vl>50 log:fdirection:0:5:cif cancel

fastheal:

active: true

interval: 4000

buffer: 1000

actions: cancel vl>10 cancel log:fastheal:0:10:i vl>30 cancel
log:fastheal:0:10:if

godmode:

active: true

minage: 1100

maxage: 5000

actions: log:godmode:2:5:if cancel vl>60 log:godmode:2:5:icf cancel

noswing:

active: true

actions: cancel vl>10 log:noswing:0:5:if cancel

reach:

active: true

survivaldistance: 4.4
penalty: 500
reduce: true
reducedistance: 0.9
reducestep: 0.15
actions: cancel vl>10 log:freach:2:5:if cancel
selfhit:
active: true
actions: log:fselfhit:0:5:if cancel vl>10 log:fselfhit:0:5:icf cancel
cmd:kickselfhit
speed:
active: true
limit: 15
actions: cancel vl>50 log:fspeed:0:5:if cancel
shortterm:
ticks: 7
limit: 6
inventory:
drop:
active: true
limit: 100
timeframe: 20
actions: log:drop:0:1:cif cancel cmd:dropkick:0:1
fastclick:
active: true
sparecreative: true
tweaks1_5: true
limit:
shortterm: 4
normal: 15
actions: cancel vl>50 log:fastclick:3:5:cif cancel
instantbow:

active: true
strict: true
delay: 130
improbable:
 feedonly: false
 weight: 0.6
actions: cancel vl>15 log:instantbow:2:5:if cancel
instanteat:
 active: true
 actions: log:instanteat:2:5:if cancel
fastconsume:
 active: true
 duration: 0.7
 whitelist: false
 items: []
 actions: log:fastconsume:2:5:if cancel
gutenberg:
 active: true
 actions: cancel log:gutenberg:0:10:icf cmd:kickinvaliddata
items:
 active: true
open:
 active: true
 close: true
 cancelother: true
hotfix:
 duplication:
 fallingblockendportal: true
moving:
 creativefly:
 active: true
 ignoreallowflight: true

ignorecreative: false

model:

creative:

horizontal:

speed: 100

vertical:

ascend:

speed: 100

maxheight: 128

spectator:

horizontal:

speed: 450

vertical:

ascend:

speed: 170

maxheight: 128

gravity: false

ground: false

levitation:

horizontal:

speed: 50

vertical:

ascend:

speed: 10

maxheight: 128

gravity: false

modifiers: false

gravity: false

ground: false

elytra:

horizontal:

speed: 520

modsprint: 1.0
vertical:
 ascend:
 speed: 0
 maxheight: 128
 modifiers: false
 actions: log:flyfile:3:5:f cancel vl>100 log:flyshort:0:5:i log:flyfile:0:5:f cancel
vl>400 log:flylong:0:5:i log:flyfile:0:5:cf cancel
morepackets:
 active: true
 seconds: 6
 epsideal: 20
 epsmax: 22
 burst:
 packets: 40
 directviolation: 60
 epmviolation: 180
 setbackage: 40
 actions: cancel vl>10 log:morepackets:0:2:if cancel vl>100
log:morepackets:0:2:if cancel cmd:kickpackets
nofall:
 active: true
 dealdamage: true
 skipallowflight: true
 resetonviolation: false
 resetonteleport: false
 resetonvehicle: true
 anticriticals: true
 actions: log:nofall:0:5:if cancel vl>30 log:nofall:0:5:icf cancel
passable:
 active: true
 actions: cancel vl>10 log:passable:0:5:if cancel vl>50 log:passable:0:5:icf
cancel

untracked:

teleport:

active: true

command:

active: true

tryteleport: true

prefixes:

- sethome

- home set

- setwarp

- warp set

- setback

- set back

- back set

survivalfly:

active: true

extended:

vertical-accounting: true

stepheight: default

hbufmax: 1.0

setbackpolicy:

falldamage: true

voidtvoid: true

actions: log:flyfile:3:10:f cancel vl>100 log:flyshort:0:10:i log:flyfile:0:10:f
cancel vl>400 log:flylong:0:5:i log:flyfile:0:5:cf cancel vl>1500 log:flylong:0:5:i
log:flyfile:0:5:cf cancel cmd:kickfly

hover:

active: true

step: 5

ticks: 85

loginticks: 60

falldamage: true

sfviolation: 500

velocity:

activationcounter: 80

activationticks: 140

strictinvalidation: true

splitmoves: default

ignorestance: default

tempkickillegal: true

loadchunks:

join: true

move: true

teleport: true

worldchange: true

sprintinggrace: 2.0

assumesprint: true

speedgrace: 4.0

enforcelocation: default

setback:

method: default

vehicle:

preventdestroyown: true

enforcelocation: default

schedulesetbacks: default

morepackets:

active: true

actions: cancel vl>10 log:morepackets:0:2:if cancel

envelope:

active: default

actions: cancel vl>100 cancel log:vehicleenvelope:0:15:icf

message:

illegalplayermove: Illegal move.

illegalvehiclemove: Illegal vehicle move.

net:

attackfrequency:

active: true

limitforseconds:

half: 10

one: 15

two: 30

four: 60

eight: 100

actions: cancel vl>30 cancel log:attackfrequency:0:5:if vl>160 cancel
log:attackfrequency:0:0:cif cmd:kickattackfrequency

flyingfrequency:

active: true

seconds: 5

packetspersecond: 60

actions: cancel

reducedundant:

active: true

seconds: 3

actions: cancel

keepalivefrequency:

active: true

actions: cancel vl>10 cancel log:keepalive:0:10:if vl>40 cancel
log:keepalive:0:10:icf vl>100 cancel log:keepalive:0:10:icf cmd:kickalive

packetfrequency:

active: default

limitpersecond: 200

seconds: 4

actions: cancel cmd:kickpacketfrequency

sounddistance:

active: true

maxdistance: 320

superseded:

flying:

cancelwaiting: true

strings:

angle: '[player] failed [check]: tried to hit multiple entities at the same time. VL [violations].'

attackfrequency: '[player] failed [check]: attacks with too high a frequency ([packets]/[limit], [tags]). VL [violations].'

ban: ban [player]

ban-ip: ban-ip [ip]

bautosign: '[player] failed [check]: failed autosign with [tags]. VL [violations].'

bbfrequency: '[player] failed [check]: tried to break too many blocks within time frame. VL [violations].'

bdirection: '[player] failed [check]: tried to interact with a block out of their line of sight. VL [violations].'

bedleave: '[player] failed [check]: sends bed leave packets (was not in bed). VL [violations].'

bpspeed: '[player] failed [check]: tried to throw projectiles too quickly. VL [violations].'

breach: '[player] failed [check]: exceeds block-interact distance ([reachdistance]). VL [violations].'

bspeed: '[player] failed [check]: interacts too fast. VL [violations].'

bvisible: '[player] failed [check]: interacts with a block out of sight. VL [violations].'

bwrong: '[player] failed [check]: broke another block than clicked. VL [violations].'

captcha: '[player] failed captcha repeatedly. VL [violations].'

chatnormal: '[player] failed [check]: potentially annoying chat. VL [violations].'

color: '[player] failed [check]: sent colored chat message. VL [violations].'

commands: '[player] failed [check]: issued too many commands. VL [violations].'

combspeed: '[player] failed [check]: performs different actions at very high speed. VL [violations].'

critical: '[player] failed [check]: tried to do a critical hit but wasn't technically jumping [tags]. VL [violations].'

drop: '[player] failed [check]: tried to drop more items than allowed. VL [violations].'

dropkick: ncp delay ncp kick [player] Dropping items too fast.

fastbreak: '[player] failed [check]: tried to break blocks ([blocktype]) faster than possible. VL [violations].'

fastclick: '[player] failed [check]: tried to move items in their inventory too quickly. VL [violations].'

fastconsume: '[player] failed [check]: consumes [food] [tags] too fast. VL [violations].'

fastheal: '[player] failed [check]: regenerates health faster than usual (health [health]). VL [violations].'

fastplace: '[player] failed [check]: tried to place too many blocks. VL [violations].'

fdirection: '[player] failed [check]: tried to hit an entity out of line of sight. VL [violations].'

flyshort: '[player] failed [check]: tried to move unexpectedly. VL [violations].'

flylong: '[player] failed [check]: tried to move: [locationfrom] -> [locationto], d=[distance] ([tags]). VL [violations].'

flyfile: '[player] failed [check]: tried to move: [locationfrom] -> [locationto], d=[distance] ([tags]). VL [violations].'

freach: '[player] failed [check]: tried to attack entity out of reach. VL [violations].'

fselhit: '[player] failed [check]: tried to self-hit. VL [violations].'

fspeed: '[player] failed [check]: tried to attack with too high a frequency. VL [violations].'

gutenberg: '[player] failed [check]: created a book with too many pages. VL [violations].'

godmode: '[player] failed [check]: avoided taking damage or lagging (health [health]). VL [violations].'

improbable: '[player] failed [check]: meets the improbable more than expected. VL [violations].'

instantbow: '[player] failed [check]: fires bow too fast. VL [violations].'

instanteat: '[player] failed [check]: eats food [food] too fast. VL [violations].'

keepalive: '[player] failed [check]: spams keep-alive packets (god/freecam?). VL [violations].'

kick: kick [player]

kickalive: ncp kick [player] Too many keep-alive packets.

kickattackfrequency: ncp kick [player] Unlikely fast clicking.

kickbedleave: ncp delay ncp kick [player] Go find a bed!

kickbspeed: ncp kick [player] You interacted too fast!

kickcaptcha: ncp kick [player] Enter the captcha!

kickchat1: ncp tempkick [player] 1 You're still not allowed to spam!

kickchat5: ncp tempkick [player] 5 You're not intended to spam!

kickchatfast: ncp kick [player] You're not allowed to spam in chat!

kickchatnormal: ncp kick [player] Too many chat messages, take a break.

kickcommands: ncp tempkick [player] 1 You're not allowed to spam commands!

kickfly: ncp delay ncp kick [player] Kicked for flying (or related)

kickfrequency: ncp kick [player] You did something too fast!

kickgod: ncp kick [player] God mode?

kickinvaliddata: ncp kick [player] Invalid data.

kickpacketfrequency: ncp kick [player] Too many packets.

kickpackets: ncp delay ncp kick [player] Too many packets (extreme lag?)

kickselfhit: ncp kick [player] You tried to hit yourself!

kickwb: ncp kick [player] Block breaking out of sync!

knockback: '[player] failed [check]: tried to do a knockback but wasn't technically sprinting. VL [violations].'

morepackets: '[player] failed [check]: sent too many moves ([packets] [tags]). VL [violations].'

msgtempdenylogin: You are temporarily denied to join this server.

munchhausen: '[player] failed [check]: almost made it off the pit. VL [violations].'

nofall: '[player] failed [check]: tried to alter fall damage ([tags]). VL [violations].'

chatfast: '[player] failed [check]: acted like spamming (IP: [ip]). VL [violations].'

noswing: '[player] failed [check]: didn't swing arm. VL [violations].'

passable: '[player] failed [check]: moved into a block ([blocktype]) from [locationfrom] to [locationto] distance [distance] . VL [violations].'

relog: '[player] failed [check]: relogs too fast. VL [violations].'

tellchatnormal: 'ncp tell [player] &cNCP: &eToo many messages, slow down...'

tempkick1: ncp tempkick [player] 1 Wait a minute!

tempkick5: ncp tempkick [player] 5 You have five minutes to think about it!

vehicleenvelope: '[player] failed [check]: moved a vehicle too fast ([tags]). VL [violations].'

compatibility:

managelisteners: false

exemptions:

wildcard:

default:

metadata:

active: true

keys:

- noheat.exempt

npc:

active: true

bukkitnpc: true

metadata:

active: true

keys:

- NPC

remove:

join: true

leave: true

server:

cbdedicated:

enable: true

cbreflect:

enable: true

blocks:

allowinstantbreak: []

overrideflags:

snow: default

piston_moving_piece: default+ign_passable+ground_height

changetracker:

active: true

pistons: true

maxageticks: 80

perworld:

maxentries: 1000